

## ELECTRONIC TRADING CARD

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### ABSTRACT

10 A system for the application of a trading card metaphor to a disassociated  
computer program and the unique design of several hardware and software  
systems supports and enhances collecting, trading, game playing, and  
creating of digital electronic trading cards by taking the traditional trading  
card metaphor and uniquely updating and enhancing it for application in  
consumer digital media. An electronic hardware and software architecture  
15 for electronic trading cards (ETCs) has a number of components that function  
together as a system that support making electronic trading cards, trading  
electronic trading cards, activities (such as game playing) with electronic  
trading cards, and collecting electronic trading cards. The ETC format is  
embodied in the components of the electronic trading card system, which are  
20 designed to generate and accept a common proprietary electronic trading  
card format, so that, for example, a card created in a card-making application  
can be recognized by an electronic trading card album. The card format  
supports both scarcity and authenticity, which are essential to card collecting  
and trading, within a disassociated computer code segment.